

**** LEGO Rock Raiders Manual ****

*** Names of vehicles and equipment need to be checked for consistency with PC game ***

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***** **PIC OF THE CHIEF** *****

LET'S ROCK!

Welcome to an exciting action adventure game in which you control the Rock Raiders, the roughest, toughest gang of dirt-diggers in the universe! Take command of Axle, Jet, Docs, Sparks and Bandit as they explore bizarre other-worldly caverns, drive and fly amazing vehicles, encounter strange alien lifeforms, discover secret hordes of energy crystals and much, much more! Read this booklet carefully, as it will tell you all you need to know about how to play the game and ensure that you get maximum enjoyment from it. Play well!

GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the LEGO Rock Raiders disc and close the CD door. Insert the game controllers (note: you will need to insert two controllers to play a two-player game) and turn ON the PlayStation® console. Follow the on-screen instructions to start a game.

CONTROLLING THE ACTION

This is the default joystick control configuration. It can be changed at any time from the Options Menu, which is accessed from either the Main Menu or the Pause Menu.

****** *Insert controls here - would be nice to have call-outs* ******

DUAL SHOCK™ Analog Controller

If you are using a DUAL SHOCK™ Analog Controller, you can turn the Vibration ON/OFF from the Options menu, which is accessed from either the Main Menu or the Pause Menu.

Also, it's possible to change how vehicles are controlled with the analog sticks. The default mode is the same as with the directional buttons and is handled by the left stick - i.e. push forward to accelerate, push left and right to rotate the vehicle, etc. However, by pushing the left stick down once, you can swap to a new mode in which the left stick handles acceleration and the right stick handles left and right rotation. Press the left stick down again to reset to the default mode.

THE STORY SO FAR...

Onboard the vast mining ship LMS Explorer, the Rock Raiders are returning home after a long expedition through the outer rim of the galaxy. Everything is going fine.... until the ship accidentally sails into a giant asteroid field! The crew struggles valiantly to guide the ship through the storm of tumbling rocks, but the endless bombardment against the ship's hull rapidly put its shield integrity in a critical condition.

Just when the Rock Raiders think things can't get any worse, the ship's sensors detected a vast wormhole at the centre of the asteroid field - and it's sucking them in! With the ship low on power and listing badly, there's little the crew can do but accept their fate and hang on!

Miraculously the badly-damaged ship, now running on emergency power, emerges from the wormhole intact. However, the crew's initial relief soon turns to dismay when they realise that the wormhole has flung them right across the universe and into the heart of a distant alien galaxy!

Chief, the captain of the Explorer, decides to set course for the nearest planet, gambling that the emergency power will hold out long enough for the ship to get there safely. Time is of the essence: if the Rock Raiders are to stand any chance of getting home, they must make emergency repairs to the Explorer and, more importantly, replenish the ship's depleted stock of energy crystals.

As the Explorer goes into orbit around the strange alien world, a geological scan reveals rich seams of energy crystals beneath the planet's surface – but can the sensors be trusted? The only way to find out is to send in the Rock Raiders!

ONE-PLAYER GAME

In the one-player game you take part in up to 18 action-packed missions set in the caves and tunnels beneath the alien planet's surface. In each mission you'll be asked to achieve an objective, such as find energy crystals or rescue trapped Rock Raiders. Depending on how well you perform your task you could earn special rewards like medals or even secret missions! But take care, as danger lurks in every cavern! Good luck!

Starting a One-Player Game

****** Pics of main menu with NEW GAME highlighted******

This is the MAIN MENU screen. Press the up and down directional buttons until the NEW GAME option is lit up and then press [CROSS].

****** Pics of NEW GAME screen with ONE PLAYER highlighted ******

You'll now see this screen. Press the up and down directional buttons until the ONE PLAYER option is lit up and then press [CROSS]. (Note: unless you have two controllers inserted into your PlayStation, you won't be able to select the TWO PLAYER option.)

***** Pic of MISSION SELECT screen *****

Selecting a Mission

This is the SELECT MISSION screen, which shows the core of the alien planet. The core consists of three rock 'layers' - the deeper you dig, the more difficult the challenges you'll encounter! When you first play the game, you'll only be allowed to access missions in the easier top layer.

In each layer you'll see five caverns, each of which leads to a mission. To play a mission, move the directional buttons up and down until the mission you want is lit up then press [CROSS].

In each layer there's a sixth cavern which is sealed up and cannot be selected. This contains an extra tough Special Mission. You can only play the Special Mission once you've achieved five Bronze Medals (or their equivalent - see 'Winning Medals' on page X for more on this) on the other missions in the layer.

Once you earn at least a Bronze Medal in the Special Mission, keep pressing down on the directional buttons and you'll be taken to the next deeper, tougher layer.

***** Pic of briefing screen *****

Mission Briefing

Each mission begins with a briefing from Chief on the bridge of the LMS Explorer. He'll explain exactly what you have to do to complete the mission with the aid of a holographic screen. If you want to scroll up or down through the text on the screen then press the directional buttons. If you decide to accept the mission then press [CROSS].

You'll now be asked to choose which of the Rock Raiders you want to try and complete the mission with. Move the spotlight left or right with the directional buttons until the Rock Raider you want is highlighted then press [CROSS].

Meet the Rock Raiders!

Each Rock Raider can run, jump, use tools and pick up items.

How to Jump

To jump simply press [CROSS]. While jumping the Rock Raider is still controllable with the directional buttons, and the longer [CROSS] is held down the higher and longer the jump will be.

Drilling for Fun & Profit

The Rock Raiders start each mission with just one piece of equipment - the hand drill, a small mining tool. To use it, simply push up against a wall and press [TRIANGLE]. The hand drill is only capable of drilling through soft rock, not medium, hard or immovable rock (see 'Know Your Rock' on page X for more about this).

The Right Person for the Right Job

Each Rock Raider under your command has different abilities. While it's possible to complete every mission with any Rock Raider, some will be easier if you choose your team member wisely. They might even help you get those precious Silver and Gold medals!



Name: Docs

Role: Geologist

Ability: Carries a wide-range radar and has unlimited use of the GeoScanner.



Name: Sparks

Role: Engineer

Ability: Automatically repairs the damage sustained by any vehicles he's controlling.



Name: Axle

Role: Driver

Ability: Can make ground vehicles travel faster and increases their shield power.



Name: Bandit

Role: Sailor

Ability: Is able to swim and can make the Rapid Rider travel faster.



Name: Jet

Role: Pilot

Ability: Can jump further due to a jet-pack and can make flying vehicles travel faster.

Starting a Mission

When you start your mission, you'll see a screen that looks something like this:

****** Game Screen with pull-outs ******

Radar

ShieldSuit Power

Energy Crystals Collected

LEGO Ore Collected

Time

Radar

The radar indicates the location of any vehicles or buildings in the vicinity with a blue blob. By collecting certain radar boosters you can also make the radar display the location of alien lifeforms or equipment (see 'Collecting & Using Equipment' on page X for more on this).

ShieldSuit Power

The ShieldSuit is worn by the Rock Raiders and generates a powerful invisible forcefield which protects the wearer from being harmed by flying debris or falling rubble. It can also help protect them from attack by any hostile alien lifeforms they might encounter.

As the Rock Raider's ShieldSuit takes damage the spinning coloured streams will turn from green to red. If the ShieldSuit's power falls to zero the Rock Raider will be beamed automatically back to the LMS Explorer, to prevent them from being harmed physically.

******* *Pic of Energy Crystal* ******

Energy Crystals Collected

As you explore the caves and tunnels beneath the alien planet you'll often find glowing green energy crystals. If you do, pick them up - chance are, you'll need them to complete the mission!

Occasionally you'll find energy crystals which are blue instead of green. Typically blue energy crystals are not vital to completing the mission. However, if you want to achieve a Silver or Bronze medal then they must be collected.

******* *Pic of LEGO Ore* ******

LEGO Ore Collected

LEGO Ore is a special rock substance that can be found beneath the alien planet. Once collected, it can be beamed back to the LMS Explorer and used to build vehicles that will help you complete your mission - see "Building Vehicles" on page X for more on this.

Know Your Rock!

The walls of the caves beneath the alien planet are made up of four types of rock: Soft, Medium, Hard and Immovable. It pays to recognise which is which, as each vehicle and drilling tool will only affect a certain type of rock.

Soft Rock

Can be drilled or blasted by every vehicle or drilling tool.

Medium Rock

Can be drilled or blasted by many vehicles or drilling tools.

Hard Rock

Only the most powerful vehicles or drilling tools can tackle this.

Immovable Rock

Impossible to remove - must be drilled around.

****** Pics of all individual items below ******

Collecting & Using Pieces of Equipment

As your Rock Raider explores the caves and tunnels beneath the alien planet's surface, they'll often come across pieces of equipment left behind by previous Rock Raider expeditionary teams. Feel free to collect them and use them as you see fit. To collect a piece of equipment either walk or driver over it, although note that some equipment can only be collected when on foot and others only by someone in a vehicle.

To use a piece of equipment, first select it by pressing 'CIRCLE' until it's displayed in the small window beneath the ShieldSuit Power indicator, then press [SQUARE] to activate it. The number next to the equipment is how much power it has - if the power runs out, you can't use it!

Pusher Beam

A device which projects a forcefield able to repel alien lifeforms. Once collected it can only be used 20 times.

Pusher Beam PowerPak

Recharges the Pusher Beam so that it can be used an additional 20 times.

Freezer Ray

A coolant device which can be used to freeze alien lifeforms for a brief time. Once collected it can only be used 10 times.

Freezer PowerPak

Recharges the Freezer Ray so that it can be used an additional 20 times.

Laser Cutter

A powerful device which can cut through hard rock in a second. Once collected it can only be used 5 times.

Laser PowerPak

Recharges the Laser Cutter so that it can be used an additional 5 times. It an also be used to power the laser cutters mounted on some vehicles.

Dynamite

An explosive charge which is useful for clearing away hard rock. Once collected it can only be used one time.

GeoScanner

Allows player to scan the area and identify the different rock types - the harder the rock, the darker the green. To activate it, press [R1]. Once collected it can only be used 10 times.

ShieldSuit Recharge

Recharges some of the ShieldSuit's power. Once collected, it takes effect immediately.

Full ShieldSuit Recharge

Recharges ALL of the ShieldSuit's power. Once collected, it takes effect immediately.

Vehicle Shield Repair

Recharges some of a vehicle's shield power. Once collected, it takes effect immediately.

Full Vehicle Shield Repair

Recharges ALL of a vehicle's shield power. Once collected, it takes effect immediately.

Lifeform Radar Booster

Gives the radar the ability to detect alien lifeforms, which show up as red dots. Once collected, it takes effect immediately.

Item Radar Booster

Gives radar the ability to detect tools, pieces of equipment, crystals and ore, which show up as green dots. Once collected, it takes effect immediately.

Driving & Using Vehicles

Vehicles can be found in many of the caves beneath the alien planet. To use one, walk up to it until pulsing green arrows appear around the vehicle and then press [CROSS]. Note that when driving a vehicle the controls are

slightly different - instead of moving in the direction you want to go, you must now rotate left and right and accelerate forwards and backwards.

Some vehicles come fitted with giant drills and even laser cutters, which can be activated by pressing [TRIANGLE] and [SQUARE] respectively.



Hover Scout

A fast, highly maneuverable scout vehicle which first-time pilots might find a little tricky to control. It's able to float over all solid surfaces but cannot cross water or lava.



Large Mobile Laser Cutter

This is not the fastest of beasts, but its twin laser cutters can cut through soft, medium and hard rock with ease. Note that the laser cutters need PowerPaks to work!



Loader Dozer

The Loader Dozer's front-mounted bucket is extremely versatile. Not only can it smash through soft and medium rock, it can also sweep away spider's web and seal geysers or lava flumes.



Tunnel Transport

This is the workhorse of the Rock Raiders fleet which has the unique ability to fly anywhere. Due to its great weight it can only land and take-off from a landing pad.

The Tunnel Transport can be used to airlift Rock Raiders and even a Small Digger through the subterranean depths. To pick up a Rock Raider or vehicle, simply hover above it. When you see arrows appear, press [CROSS]. To drop a vehicle back on the ground, press [CROSS] again. When ferrying vehicles, take care not to smash it into the tunnel walls!

Finally, the Tunnel Transport can pick up water and carry it from place to place in a specially-designed scoop. To pick up the scoop, hover above it until arrows appear then press [CROSS]. To drop it again, press [CROSS]. To pick up water, simply find an underground lake and drop the scoop into it. The water-filled scoop can then be dropped onto lava to form a makeshift bridge.



Rapid Rider

This is the only water-going vehicle in the Rock Raiders fleet. It's fast and highly maneuverable, and is mainly used as a one-man transport.



Small Digger

Although the Small Digger can only drill through soft and medium rock, its speed and maneuverability make it a popular choice for most Rock Raiders.



Small Mobile Laser Cutter

This has very similar abilities to the Large Mobile Laser Cutter but is lighter and faster. As with the LMLC, the laser cutter needs a Laser PowerPak to work!



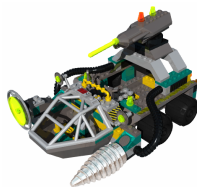
Granite Grinder

Capable of negotiating the bumpiest of terrain and can break cave walls by repeated ramming and drilling them, creating a sort of hammer action.



Small Helicopter

Designed as a one-man scout vehicle, the Small Helicopter's flying height and turbo jets make it very difficult for monsters to attack in flight.



Chrome Crusher

One of the most powerful vehicles in the Rock Raiders fleet, capable of clearing vast swathes of soft, medium or hard rock with either its front drill or laser cutter. Remember that the laser cutter needs a Laser PowerPak to work!

Building Vehicles

****** Pic of Teleport Station ******

It's possible to build vehicles using the LEGO Ore you've collected. First you have to find a Teleport Station, like the one shown here. To enter the Teleport Station, press [CROSS].

****** Pic of Man inside Teleport Station ******

A picture will appear on-screen showing you the vehicle you could build, along with a picture of some LEGO Ore and a number by it - this indicates the amount of ore you need to build the vehicle.

****** Pic of Teleported vehicle ******

If you have enough LEGO Ore to build the vehicle, press [TRIANGLE]. The vehicle will now be beamed down. If you want to leave the Teleport Station, press [CROSS].

Failing a Mission

Should a Rock Raider fail a mission, either by their ShieldSuit losing power taking or by not completing the mission objectives, they will be beamed back to the LMS Explorer and sent on enforced leave. You may now attempt the mission again using any of the remaining Rock Raiders on 'active duty'.

Rock Raiders on leave stay out of action for five mission attempts. If all your Rock Raiders are on leave and you have no-one left to attempt a mission, the game ends.

Winning Medals

If you manage to complete the mission you'll be rewarded with a medal depending on how well you did. If you did the minimum required, you'll get a Bronze Medal. If you exceeded expectations, you'll get a Silver or even a Gold Medal!

Although it's not easy, it's well worth trying to get the tougher medals. Silver Medals are equal to two Bronze Medals while Gold Medals are equal to three Bronze Medals, which means you'll be able to access the Special Missions more quickly (for example, one Gold Medal and one Silver Medal is equal to five Bronze Medals, which would be enough to open the Special Mission).

Secret Missions

There are three extra-special Secret Missions to find, which will test the skills of even the greatest Rock Raider. To reveal the first Secret Mission you must get at least a Bronze Medal in EVERY mission. To reveal the second Secret Mission you must get at least a Silver Medal in every mission. To reveal the third and final Secret Mission you must get a Gold Medal in every mission. Can you do it?

Passwords

No matter whether you succeeded or failed a mission, you'll be given a special password that records your progress so far. If you want to restart a game from the current position at a later date, note down the password and enter it from the Main Menu.

ALIEN LIFEFORMS

Many mining crews have reported sightings of weird creatures lurking in the caverns beneath the planet's surface. Here's the lowdown on the ones currently known about, but be warned there could be even nastier horrors waiting in the deeper caverns...



Spiders

Take care not to drive into any of the spiders' sticky web or your vehicle will get stuck fast! Luckily, a blast from a Pusher Gun will clear away the cobwebs...

Scorpions

Scorpions will track your movement and attempt to drain your ShieldSuit's power with blobs of poisonous plasma.



Slugs

These critters may look cute but once disturbed they behave like battering rams, slamming at high speed into any Rock Raiders or vehicles within range.



Rock Monsters

These are the most dangerous lifeforms yet encountered. If you happen to see a Rock Monster then it's probably best to RUN!

Rock Whale

The Rock Whale is a lumbering creature which often stops for a sleep in the most awkward of places. Can be lured out of way by a blast from the Pusher Beam - for some reason, they're attracted to the energy they produce. Have been know to jump into water, forming makeshift bridges.

NATURAL HAZARDS

It's not just the lifeforms you've got to watch out for - the planet itself poses a few problems too...

Water

Try to avoid falling or driving into water - it will short-circuit your ShieldSuit's circuitry and drain its power.

Lava

Lava is extremely dangerous! If you get too close the Chief will have no choice but to teleport you home pronto!

Geysers

These jets of scalding steam are very dangerous and unpredictable - take extreme care!

Lava Plumes

Like geysers but even nastier - one blast from these can knock even a Tunnel Transport out of the sky.

TWO-PLAYER GAME

In the two-player game each player controls a Rock Raider and plays on the same screen, in the same manner as the Atari coin-op Gauntlet. The emphasis will be on cooperation, with each player helping the other achieve the mission objectives. For example, one player may jump in a drilling machine and hunt for crystals while the other takes care of the marauding hordes of Rock Monsters.

Although the two-player missions will have similar objectives to those in the one-player game, they will be specially designed to offer the best multi-player experience. The number of two-player missions has yet to be finalised.

****** Epilepsy warning? ******